

IMMORTAL

Name:

Player:

Chronicle:

Nature:

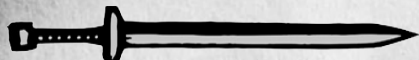
Demeanor:

Concept:

Race:

Age:

First Teacher:



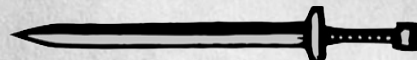
Physical

Strength _____ 0000000000
Dexterity _____ 0000000000
Stamina _____ 0000000000

Attributes

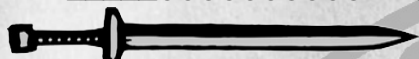
Social

Charisma _____ 0000000000
Manipulation _____ 0000000000
Appearance _____ 0000000000



Mental

Perception _____ 0000000000
Intelligence _____ 0000000000
Wits _____ 0000000000



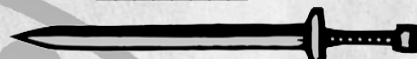
Talents

Alertness _____ 0000000000
Athletics _____ 0000000000
Awareness _____ 0000000000
Brawl _____ 0000000000
Empathy _____ 0000000000
Expression _____ 0000000000
Intimidation _____ 0000000000
Leadership _____ 0000000000
Streetwise _____ 0000000000
Subterfuge _____ 0000000000

Abilities

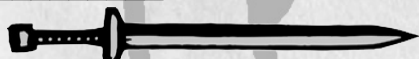
Skills

Animal Ken _____ 0000000000
Archery _____ 0000000000
Crafts _____ 0000000000
Etiquette _____ 0000000000
Legerdemain _____ 0000000000
Melee _____ 0000000000
Performance _____ 0000000000
Ride _____ 0000000000
Stealth _____ 0000000000
Survival _____ 0000000000



Knowledges

Academics _____ 0000000000
Hearth Wisdom _____ 0000000000
Investigation _____ 0000000000
Law _____ 0000000000
Medicine _____ 0000000000
Occult _____ 0000000000
Politics _____ 0000000000
Seneschel _____ 0000000000
Strategy _____ 0000000000
Theology _____ 0000000000



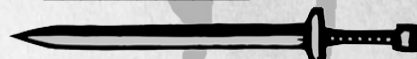
Quickening Powers

_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000

Advantages

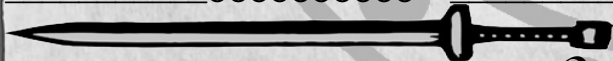
Backgrounds

_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000
_____ 0000000000



Virtues

Conscience _____ 00000
Conviction _____ 00000
Courage _____ 00000



Hedge Magic

_____ 000000
_____ 000000
_____ 000000
_____ 000000

Quickening

0000000000

Willpower

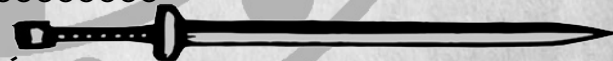
0000000000

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Dark Quickening

0000000000

□□□□□□□□□□



Health

Bruised ☐
Hurt -1 ☐
Injured -1 ☐
Wounded -2 ☐
Mauled -2 ☐
Crippled -5 ☐
Incapacitated ☐

Weakness

Experience